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 Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press

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Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer has graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabilities ...

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 Ganesh Gopalakrishnan, Richard Fujimoto
May 1993 **ACM Transactions on Computer Systems (TOCS)**, Volume 11 Issue 2

Publisher: ACM Press

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The use of formal methods in hardware design improves the quality of designs in many ways: it provides better understanding of the design; it permits systematic design refinement through the discovery of design invariants; and it allows design verification (informal or formal). In this paper we illustrate the use of formal methods in the design of a custom hardware system called the "Rollback Chip" (RBC), conducted using a simple hardware design description language called "HOP&R ...

3 The elements of nature: interactive and realistic techniques

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